

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) An information processing apparatus to which a memory cartridge having a program memory is attached, comprising:

a system bus which is connected to said program memory upon attaching said memory cartridge;

a processor which is connected to said system bus and processes a program stored in said program memory;

a detecting means which detects an error of said processor; and

a stopping means ~~which stops a power supply to~~ for shutting down said information processing apparatus into an off-state when said error is detected.

2. (Original) An information processing apparatus according to claim 1, wherein said processor generates a pulse signal on the basis of said program,

said detecting means includes a charging and discharging means which repeats a charge and discharge in response to said pulse signal, and

said stopping means stops said power supply when a charged voltage of said charging and discharging means does not meet a predetermined condition.

3. (Previously Presented) An information processing apparatus according to claim 2, wherein said pulse signal is a signal having a level that varies between the low-level and the high-level periodically,

said charging and discharging means includes a first capacitor which discharges an electric charge when said pulse signal is said low-level, and charges an electric

charge when said pulse signal is said high-level, and a second capacitor which charges an electric charge when said pulse signal is said low-level, and discharges an electric charge when said pulse signal is said high-level, and

said stopping means stops said power supply when a charged voltage of at least one of said first capacitor and said second capacitor exceeds a predetermined value.

4. (Previously Presented) An information processing apparatus according to claim 2 or 3, further comprising:

an instructing means which instructs a reset of said processor; and

a discharging path which is enabled in response to an instruction of said instructing means and discharges an electric charge being charged in said charging and discharging means.

5. (Original) A memory cartridge system, comprising:

a memory cartridge having a program memory;

a processor which is connected to said program memory upon attaching said memory cartridge and processes a program stored in said program memory;

a capacitor which is repeatedly charged and discharged in response to a pulse signal; and

a stopping means which stops a power supply to said processor when a charged voltage of said capacitor does not meet a predetermined condition,

wherein said program includes a level control program which maintains the charged voltage of said capacitor within a predetermined condition by varying a level of said pulse signal in each predetermined period.

6. (Original) A memory cartridge which is detachably attached to an information processing apparatus which stops a power supply to a processor when a charged voltage of a capacitor does not meet a predetermined condition, and stores a program which allows said processor to execute, wherein

said program includes a capacitor control program which maintains the charged voltage of said capacitor within said predetermined condition by charging and discharging said capacitor in each predetermined period.

7. (Currently Amended) A home-use game device, comprising:

- a system bus which is connected to a program memory upon attaching a memory cartridge having a program memory;
- a processor which is connected to said system bus and processes a game program stored in said program memory;
- a detecting means which detects an error of said processor; and
- a stopping means ~~which stops a power supply to~~ for shutting down said game device into an off-state when said error is detected.

8. (Currently Amended) A home-use karaoke device, comprising:

a system bus which is connected to a program memory upon attaching a memory cartridge having a program memory;

a processor which is connected to said system bus and processes a karaoke program stored in said program memory;

a detecting means which detects an error of said processor; and

a stopping means ~~which stops a power supply to~~ for shutting down said karaoke device into an off-state when said error is detected.

9. (Previously Presented) A home-use game device, comprising:

a system bus which is connected to a program memory upon attaching a memory cartridge having a program memory;

a processor which is connected to said system bus and processes a game program stored in said program memory;

a detecting means which detects an error of said processor; and

a stopping means which stops a power supply to said processor when said error is detected,

wherein said processor generates a pulse signal on the basis of said program,

said detecting means includes a charging and discharging means which repeats a charge and discharge in response to said pulse signal, and

said stopping means stops said power supply when a charged voltage of said charging and discharging means does not meet a predetermined condition.

10. (Previously Presented) A home-use karaoke device, comprising:

a system bus which is connected to a program memory upon attaching a memory cartridge having a program memory;

a processor which is connected to said system bus and processes a karaoke program stored in said program memory;

a detecting means which detects an error of said processor; and

a stopping means which stops a power supply when said error is detected,

wherein said processor generates a pulse signal on the basis of said program,

said detecting means includes a charging and discharging means which repeats a charge and discharge in response to said pulse signal, and

said stopping means stops said power supply when a charged voltage of said charging and discharging means does not meet a predetermined condition.